## **GENERAL FACT SHEET**

BILL NUMBER <u>06-68</u>

BRIEF TITLE A	PPROVED DEADLINE	REASON
Amendment to Police &		
Fire Pension Ordinance		
DETAILS	<del></del>	POSITIONS/RECOMMENDATIONS
Amendments to Chapters 2.62, 2.65 and 2.66 of Lincoln Municipal Code relating to the Police & Fi Pension Plan to require the City to make the annuments.	re	Personnel Department and Police & Fire Pension Investment Board
actuarially determined normal cost contribution to	Program Departments, or Groups Affected	Police and Fire employees
	Applicants/ Proponents	Applicant Don Taute, Personnel Director, Police & Fire Pension Administrator
		City Department Personnel
		Other
Discussion (Including Relationship to other Counc Actions)  The proposed amendment has been reviewed wit		Groups or Individuals None Known
Finance and Budget Office and determined that the cost this Fiscal Year of \$179,533 and future years sound actuarial and accounting practice.	ne	Basis of Opposition
	***************************************	
	Staff Recommendations	For Against Reason Against
	Board or Commission Recommendation	BY Police & Fire Pension Investment Board For Against No Action Taken For with revisions or conditions (See Details column for conditions)
	CITY COUNCIL ACTIONS (For Council Use Only)	Pass Pass (As Amended) Council Sub. Without Recommendation Hold Do not Pass

DETAILS	POLICY/PROGRAM IMPACT		
	POLICY OR PROGRAM CHANGE	□ NO □ YES	
	OPERATIONAL IMPACT		
	ASSESSMENT		***************************************
	FINANCES		
	COST AND REVENUE PROJECTIONS	COST of total project: \$ 179,533 COST of this Ordinance/ Resolution \$	
		RELATED annual operating Costs \$	
		INCREASE REVENUE EXPECTED/YEAR \$	
	SOURCE OF FUNDS	CITY [Approximately] General Fund \$ 179,533	100 %
		\$\$	%
	· ·	\$	%
		<u> </u>	%
		<u></u> \$	%
		NON CITY [Approximately]	
		\$\$	%
		<u></u> \$	%
		\$	%
		\$\$	%
		<u></u> \$	%
	BENEFIT COST  Front Foot  Square Foot	Average Asses	ssment

APPLICABLE DATES: May 8, 2006

FACT SHEET PREPARED BY: Don Taute

REVIEW BY: Finance and Budget Office

REFERENCE NUMBER